

BUTTON 'Start' is pressed

CREATE a scoreTable

CREATE a \$_SESSION called 'rollsLeft' and set to 2 (rollsleft for the round)

CREATE a DiceHand with 5 dices

CREATE an array so you can save dice rolls

CREATE options for scores

CALL roll() and roll the dices in the diceHand

SAVE the values in the array you created above

DRAW dices

SELECT dices to roll again

IF button 'Roll again' is pressed

 IF 'rollsLeft' > 0

 SUBTRACT 'rollsLeft' by 1

 ENDIF

SAVE the values that is not selected in an array

CREATE a new diceHand of the selected dices

CALL roll() again and roll the dices

SAVE the values in an array

DRAW dices

ENDIF

IF button 'Stay / choose points' is pressed

 IF there are rolls left

 MULTIPLY dice value with the number it has been rolled

 SAVE the scores

 SHOW/SELECT score options

 PRESS 'Choose points'

 IF the score option hasn't been used before

```
                                SAVE the selected score in scoreTable
                            ENDIF
                ENDIF
ELSE
    FOR each category in the scoreTable
        IF category is empty
            SAVE zero
            BREAK
        ENDIF
    ENDFOR
ENDIF

IF 'Start over' is pressed
    CALL 'destroysession' and redirect to the start page
ENDIF
```